

Emma Flores

Lighting Artist

EXPERIENCE

Walt Disney Animation Studios, Burbank CA

Lighting Apprentice

January 2020 – Present

Lighting and compositing images from the artistic/creative to the technical aspect all the way through completion. Communicating to supervisors and other artist to ensure continuity, flag and prevent possible artifacts in order to be efficient and attain the best possible results. I also keep informed of new tools and to study documentation relevant to the current project.

Creative Cave

Animatronics Instructor

Sept 2019 – December 2019

Creating class content that would relate to the age of the kids, looking for better teaching techniques for them to understand an introduction on programming languages, character design and how electronic gadgets work to at the end of the class create one on their own. We created an electronic puppet with Arduino Uno.

Cyark, Oakland CA

Intern

October 2018 – February 2019

Address substandard image data, by creating textures to match the real life references. Make assets pipeline compatible, optimizing work-flows and ensuring scans meet standards. Create photo-realistic shaders for various hard-surface assets, fixing and optimizing UV's, while retaining the real world fidelity, and exporting renders for publication.

Sweet Friendship, Studio X (AAU Mock Studio)

Texturing and Lighting Lead

February 2018 – August 2018

Created lighting setups and assembled final shots. Rendered shots, addressed technical issues in rendering and lighting pipeline as they came up. Composited shots and constructed high-end photo quality. At the same time I met and exceeded expectations in my role as lead in which I guided fellow students to comply with the project needs and to meet deadlines.

Junior Giants Foodiecats Studio X (AAU Mock Studio)

Lighting & Compositing Artist

September 2017 – May 2018

Created lighting and compositing templates to ensure consistency in final imagery. Assembled final shots, created lighting setups, rendered and composited shots.

EDUCATION

Tecnologico de Monterrey, State of Mexico

3D Animation and Digital Arts

August 2010 – December 2014

Academy of Art University, San Francisco

Animation & VFX (Texture & Lighting)

January 2017 – May 2020

Los Angeles, CA 90068

(832) 691 – 0963

emmdunk@gmail.com

Reel: <https://>

vimeo.com/354069106

LinkedIn: <https://>

[www.linkedin.com/in/emma-](https://www.linkedin.com/in/emma-flores-lighting/)

[flores-lighting/](https://www.linkedin.com/in/emma-flores-lighting/)

web: emmflores.com

SKILLS

- Lighting
- Texturing / Shading
- UV Mapping
- Compositing
- Photography
- Modeling

SOFTWARES

- Maya
- Mari & Substance Painter
- Nuke
- RenderMan Vray & Arnold.
- Houdini
- Premier
- Photoshop
- Illustrator

PROGRAMMING LANGUAGES

- Python
- MEL
- HTML

OS: Linux, Mac & Windows

Pipeline Platforms:

Shotgun & RV
Qube.

OTHER

VES Bay Area
Volunteer
(2018 – 2019)